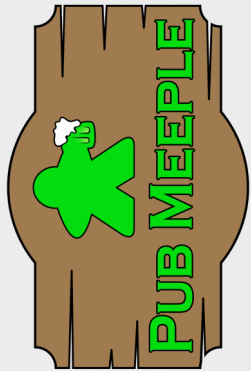Game: **Great Western Trail**

Publisher: **Stronghold Games (2016)**

File Version: **1.0**

Author: **Brian Casey**

PUB MEEPLE

ALEXANDER PFISTER

GREAT WESTERN TRAIL

eggertspiele

THE GREAT DESIGNERS SERIES #7

STRONGHOLD GAMES
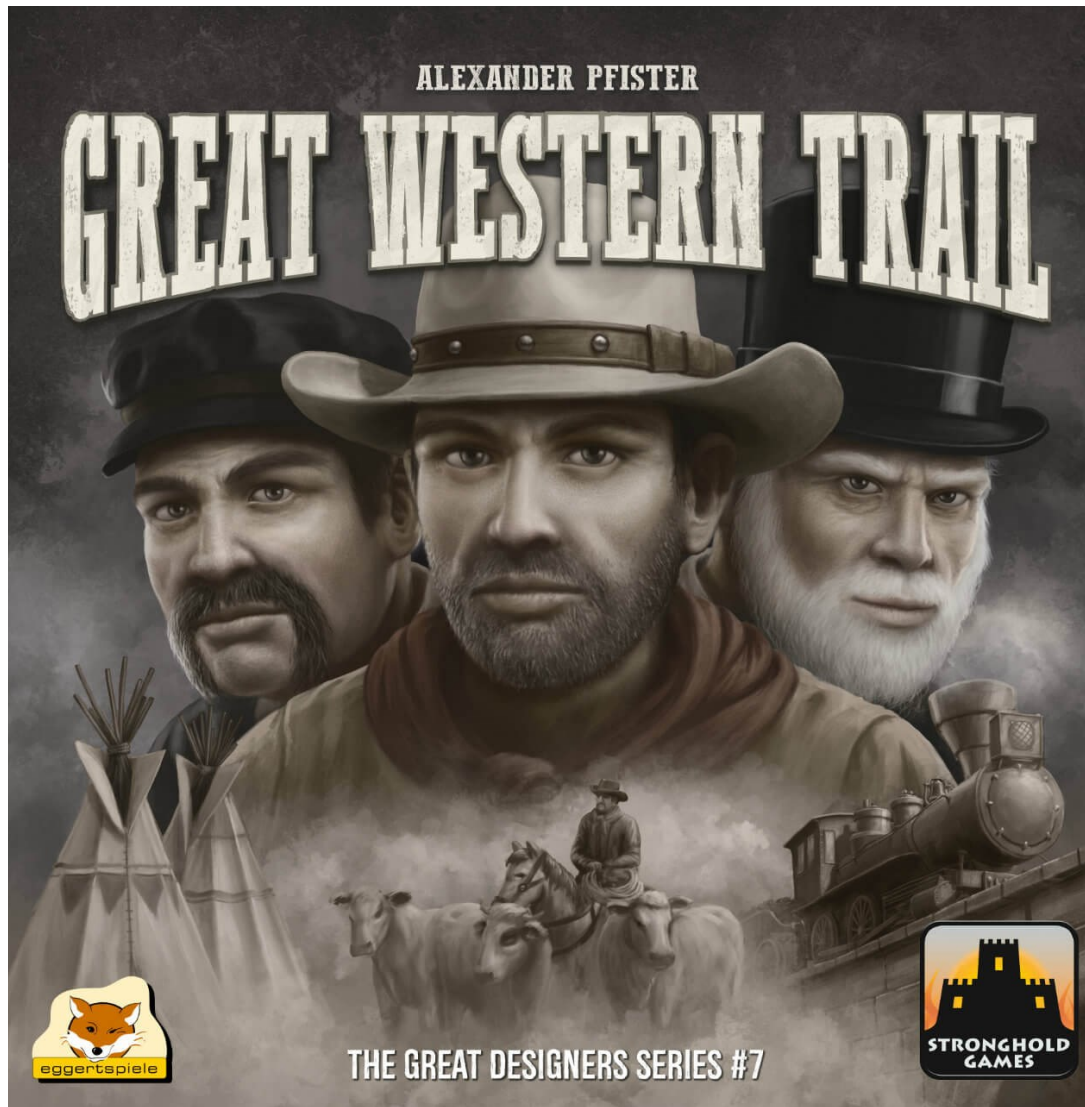
RULES SUMMARY

GOAL OF THE GAME

Be the player with the most victory points at the end of the game.

ROUND SUMMARY

The starting/current player carries out these phases on their turn:

A) **Move** your cattleman to another location along the trail
B) Use the **Action(s)** of the location you reached
C) **Draw** up to your hand limit

MOVE PHASE

You must move your cattleman from its current location to another.

A location is any tile on a space of the trail. Spaces with no tile are not locations.

Movement Rules:
- Movement is measured in steps and each player has a step limit determined by their player board.
- You must move at least 1 step but less than your limit.
- Movement must always be forward.
- Choose the direction you take at forks.
- You must end your movement at Kansas City.
- Several cattlemen may be at the same location.

Fees:

🖐/✊ - this is a hazard and player must pay a fee when they pass.
Teepee - pay to the bank. **Building** - pay to the owner
-Fee amount depends on player count - see your player board.

ACTIONS PHASE

Use the action of the location where you ended your movement. Your options differ depending on location type.

Neutral building or private building of your color. Choose ONE:
1. ⚠️ Use the local action(s) of that tile
 - You may perform each action once in any order, paying any cost
 - Actions divided by a slash mean you must pick one of them
 - Some spaces have risks that become part of taking that action
2. 🧑 Use one auxiliary action - pick an action from the left side of the player board to take.

Another player's building or hazard/teepee - take an auxiliary action

Kansas City - carry out all 5 Kansas City subphases in order.
1. **Foresight 1** - pick 1 tile - place in corresponding board section
2. **Foresight 2** - pick 1 tile - place in corresponding board section
3. **Foresight 3** - pick 1 tile - place in corresponding board section
4. **Income** - reveal your entire hand, calculate income and gain from bank, discard hand to personal discard pile. See details below
5. **Delivery** - move one of your player discs from your player board to a city crest. Pay transport costs.

1, 2, 3. Foresight tile placement:
Teepee - place in Indian Trade section into empty space with lowest value. If there is no empty space, return it to the box
Hazard - place in corresponding hazard section into empty space with lowest number. If there is no empty space, return it to the box.
Worker - place in Job Market section on row with job market token filling spaces left to right. Keep player count in mind for columns. If you fill the space where the job market token is, move the token down to the next row.
 - If the job market token moves past a yellow arrow immediately fill the cattle market - using the same rules from step 9 of the setup section on page 2 starting at "*Draw cards". If the cattle market is full or no cards are left in market cattle stack, no cards are added.

4. Income
1. Reveal entire hand and calculate its total breeding value - sum the breeding values of each different type of cattle.
2. You may increase the total by adding certificates
 - Temporary certificates - track on your player board indicates how many you have. Use as many as you want by moving the marker down the track.
 - Permanent certificates - on any station master tiles you have. These are a permanent increase for the rest of the game.
3. Take dollars from the bank equal to your total breeding value. Set this aside to remember it during Delivery.
4. Discard all cards from your hand to your discard pile.

5. Delivery
Deliver your cattle to a city on the railroad. Your total breeding value must be equal to or higher than a city for you to deliver to it. You may only deliver to a city once (except for Kansas City and San Francisco)
1. Place a disc from your player board on the city matching your disc type (light or dark) to the city type. This may trigger delivery actions of that city.
2. Pay transport costs if any - this depends on the position of your engine on the railroad track.
 - If the nose of your engine is at or past the city you are delivering to there are no transport costs.
 - If your engine is not yet at the city you must pay $1 for each cross between the nose of your engine and the city value crest.

After Delivery:
1. Move your cattleman to the horseman space at the start of the trail.
2. Refill each of the 3 empty foresight spaces in Kansas City matching the number on the back to the number on the space.

DRAW PHASE

Draw up to your hand limit (indicated on player board). Shuffle your discard pile if necessary.

Play then passes to next player.

END OF THE GAME

The end of the game is triggered during subphase 2 or 3 in Kansas City when the job market token moves past the red arrow (when a worker is placed on the last space of the job market)

The active player receives the job market token

Finish the Kansas City phase normally - except no workers can be placed in the job market

Each other player takes one final turn then move to final scoring.

FINAL SCORING

Use the scoring pad to total each players points in the 11 categories.

1. Gain 1 point for every five **dollars**
2. Gain victory points noted on **private buildings**
3. Gain total points from unlocked **city crests** on the rail road track.
 - Green arrows mean both cities must be unlocked to gain the VP.
4. Gain total points from **train stations** with players disc.
5. Gain points for collected **hazard tiles**
6. Go through your **cattle cards** - gain points for cattle with points on them
7. Find **objective cards** in your deck. Player may choose to remove the card from the game or keep it in their objective area. Then check to see if all tasks on cards in the objective area have been completed. Completely fulfilled cards add points while incomplete cards subtract points. Gain sum of points from objective cards.
8. Gain total points from **individual tasks** of the station master tiles
9. Gain 4 points for each **worker** in the fifth or sixth space of any row on player board
10. Gain 3 points for clearing the **last movement space** on player board.
11. Gain 2 points for the **job market token.**

Most points wins. Victory is shared in case of a tie.

SETUP

1. Place the game board in the middle of the table
2. Shuffle the 5 Station Master tiles - place them on the 5 Station Master spaces on the board in random order.
3. Shuffle the 7 neutral building tiles - place them on the 7 neutral building spaces on the board in random order. **First Game**: place buildings on spaces with matching letters
4. Place job market token on the top dashed space in the job market.
5. Place worker, teepee and hazard tiles facedown on the table. Sort them into piles based on their number. This is called the Kansas City Supply (KCS)
6. Reveal [1] tiles from the KCS - place them on the board until you have 7.
 - Teepee tiles - place in Indian trade section - lowest value first
 - Hazard tiles - place on matching empty hazard section - lowest to highest
 - If there is no empty space return the tile to the KCS and reveal another
7. Reveal [2] tiles from KCS - place them in the job market. Starting in the top row and column matching your player count place tiles until you fill the top row. Fill the second row starting in the column matching your player count. Continue until you fill the space to the left of the job market token.
-2 players = 3 tiles, 3 players = 5 tiles, 4 players = 7 tiles
8. Fill the 6 foresight spaces (above the job market) from the KCS where the number on the tile's back matches the number in the space.
9. Shuffle the 36 market cattle cards - place them face down at the lower left of the board forming the market cattle stack. *Draw cards (2 players - 7 cards, 3 players - 10 cards, 4 players - 13 cards). Sort them by color and place them face up at the bottom of the board (in yellow, red, blue, brown, purple order) to form the cattle market. These cards should overlap allowing players to see the left side of each card.
10. Shuffle the 24 objective cards - place them face down to the right of the board. Then draw 4 cards and place them in a column below the deck
11. Place coins on the table to form the bank.
12. Players choose a color; receive the player board of that color. If playing with 3-4 players also receives the player count tile of that color
13. Take the 10 private building tiles of their color - these are double sided.
        -First game - use only A side.
        -Experienced players - randomize the sides of the cards
        -Display these above your player board in ascending order (1-10)
14. Each player receives the following:
        -14 player discs - place on player board over colored disc spaces.
        - 1 engine - place at the red building on the railroad track
        - 1 certificate cube - place on top space of their certificate track
        - 1 cattleman - place next to their player board
15. Each player receives 14 cattle cards marked with a star of their color. These make a herd deck. Shuffle them and place them face down to the left of the player board. Draw 4 cards to form a starting hand.
16. Shuffle the 4 starting objective cards - deal one to each player.
17. Determine starting player - this player receives 6 coins, next players receive 7, then 8, then 9 depending on player count.

ADDITIONAL NOTES

Most actions have a specific requirement (Red) and reward (Green or White). You can only gain the reward if you meet the requirement.
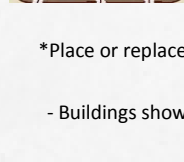
Cost Modifiers:

 At Cost   You pay more   You pay less

Neutral Buildings and their actions:

*Discard a Guernsey to gain $2
*Hire one worker at their hiring cost.
*Hire one worker at their hiring cost +2
 - You are not allowed to hire a worker from the row with the job market token.


*Discard a Dutch to gain 2 dollars
*Place or replace one of your buildings on the trail - cost $2 per required craftsman
 - Buildings show how many craftsmen they require

*Advance certificate marker OR gain an objective card.
*Move your engine up to as many spaces as you have Engineers.
 - Take a face up objective card or draw top card from the deck. Draw to replace any empty spaces.
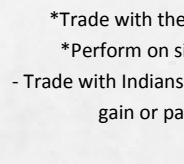
*Trade with the Indians OR pay $2 to move engine
*Perform on single or one double auxiliary action
- Trade with Indians - receive 1 teepee from the board; gain or pay money depending on tile chosen.

*Discard a Black Angus to gain $2.
*Buy cattle from the market - place them face up in your discard pile. The number you can buy depends on how many cowboys and money you have. Cattle type indicates how many cowboys and money they require.

*Discard 2 cards of the same type to gain $4.
*Remove a hazard from the board and place it face up in your player area. Pay any associated cost.

*Move your engine up to as many spaces as you have Engineers..
*Perform a single or double auxiliary action.

Auxiliary Actions

Auxiliary Actions - There are 5 auxiliary actions on your player board that you may take. Two actions start as single actions. The other three single and all of the double actions must be unlocked by clearing discs from them.

 - Allows you to perform 1 single auxiliary action; cannot be doubled

 - Allows you to perform 1 auxiliary action; if both disc have been cleared from that action you may take the double benefit

		Single	Double
1.		Gain $1	Gain $2
2.		Draw 1 then Discard 1	Draw 2 then Discard 2
3.		Pay $1 - move engine backward 1; move certificate marker forward 1	Pay $2 - move engine backward 2; move certificate marker forward 2
4.		Pay $1 - move engine forward 1	Pay $2 - move engine forward 2
5.		Move engine backward 1; then remove 1 card from your hand from the game	Move engine backward 2; then remove 2 card from your hand from the game

Moving your Engine:
 - No space (except starting) may have more than 1 engine at a time. Ignore occupied spaces when moving - forward or backwards
 - Turnout spaces - these count as spaces between number spaces. The player may choose to move here or continue down the track.
 - You can choose to move forward fewer spaces than you have available to move but stopping forfeits any left over movement..
 - You cannot choose to move fewer spaces backwards than required.
 - Last space of the track - if you reach this you may upgrade the station. Then you **must** move your train backward to any available space (including turnout spaces) . Then gain $3.

Upgrading Stations - if you move onto a Turnout space you may upgrade that station - pay cost then move a disc to station space. Each player may only have 1 disc at each station. If the Station Master tile is present you may take it then place one of the worker tiles from your player board on the space.

Station Master tiles - Upper half is immediate action or permanent certificate. Immediate action must be taken or forfeited. Lower half indicates a special way of gaining points at the end of the game.

Objective Cards - play these from your hand to your objective area - not during an action or your draw phase. Perform the immediate action or forfeit it. Cards in your objective area are scored at the end of the game. You will gain points for completed objectives and lose points for incomplete objectives. Each objective must be completed individually even if they share tasks. *See page 15 of the rule book for a list of immediate actions and tasks.*